

THE ADVENTURES OF MERMAID MAN AND BARNACLE BOY

CURSE YOU,
MERMAID MAN!

OOCH!

OUCH!
GET OFF!

GIVE UP,
MAN-RAY--
YOU'RE NO MATCH
FOR THESE GOOD
AND RIGHTEOUS
SEA
DWELLERS!

LAST ISSUE,
MERMAID MAN
WAS LOCKED IN
BATTLE WITH HIS
ARCHENEMY,
MAN-RAY! USING
HIS MENTAL
TELEPATHY,
MERMAID MAN
WAS ABLE TO
CALL FOR HELP
FROM HIS MANY
LOYAL UNDERSEA
FRIENDS!

YOWCH!
I'LL BE BACK!

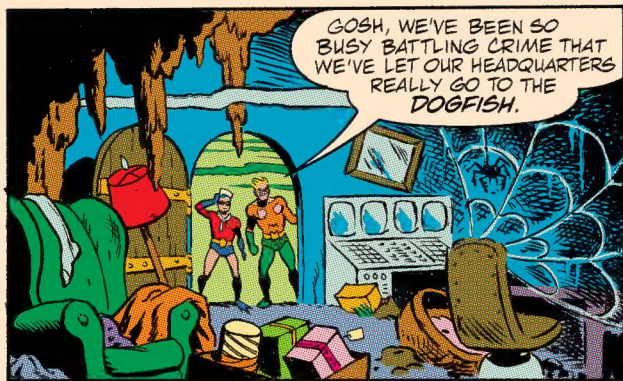
YOU TELL
HIM, MERMAID
MAN!

YES,
BARNACLE BOY,
LET'S HEAD
BACK TO THE
MERMI-LAIR.

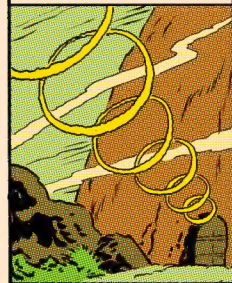
OOF!

WELL, I
THINK WE'VE
SEEN THE
LAST OF HIM,
EH, M.M.?

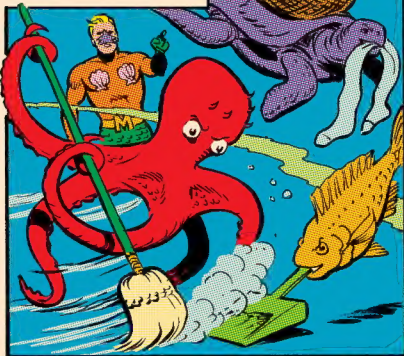
IT'LL BE NICE TO GET
HOME AFTER A LONG DAY
FIGHTING EEEVVILL!



ONCE AGAIN, MERMAID MAN USES HIS TELEPATHIC ABILITIES TO CALL UPON HIS LOYAL AQUATIC ALLIES TO LEND A HAND...



...BUT INSTEAD OF BATTLING CRIME, THEY'RE ASKED TO BATTLE GRIME!



LEAPING LAMPREYS! THEY'VE CLEANED THIS PLACE IN NO TIME FLAT!



YES! AND NOW THAT I THINK OF IT, THERE ARE A FEW MORE HOUSEHOLD CHORES WE NEED DONE AROUND HERE.

YET AGAIN, MERMAID MAN SUMMONS THE DENIZENS OF THE DEEP TO HELP OUT AROUND THE HOUSE!

